

AtB & SoS Bonus Firefight - All Souls Day

31 October, 1942 - *Man thinks he has evolved to control his primitive fears. But when alone and faced by the unknown, logic disappears.*

General Situation: The heavy morning mists cover the village of Jadrino on the Zusha River. The air is cool and in a few weeks the river will be covered in ice. The Germans are recuperating from heavy fighting in the past weeks, lulled by their warm beds in this peaceful part of the front. The sentries are shivering but alert as strange sounds echo to them from the river and through the alleyways. Shadows move through the mist, ignoring the guard's challenges. Then the rancid smell of rotting flesh hits them, overwhelming the senses. The guards tense as a primal fear fills them. Something is wrong. Lumbering awkward shadows move towards the sentries from all directions. A panicked youth fires at a bulk coming at him. He fires again and again, then screams. Minutes later he makes his way towards his comrades, lumbering closer and closer.

Players: 2 or 3 **CAP Allocation per Round:** Each German Player - 6 CAPs (New players receive 8CAPs each) Soviet - 0CAPs

Action Cards: Use green action cards 2 thru 11. Each player receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Veteran Cards: The entering Pz Engineer receives #V14 Combat Hardened and #V15 Use of Terrain.

Weapon Cards: The entering Pz Engineer receives the flamethrower card. He may use this weapon until it rolls a raw 3 or less, at which point it runs out of fuel and is discarded.

Off-Board Artillery: The Germans have the Nebelwerfer and target in each pre-round sequence, which is resolved each following round.

Map Setup: Map 5. Overlay the large village template matching V1-1 with F17 and V1-2 with E16.

Place fog (smoke) with the +2 side up on J05, J07, I10, J12, J15, V1-5, F08, F04, D04, D06, C08, & C11.

Normal smoke rules apply and the "fog" dissipates by the beginning of round 3.

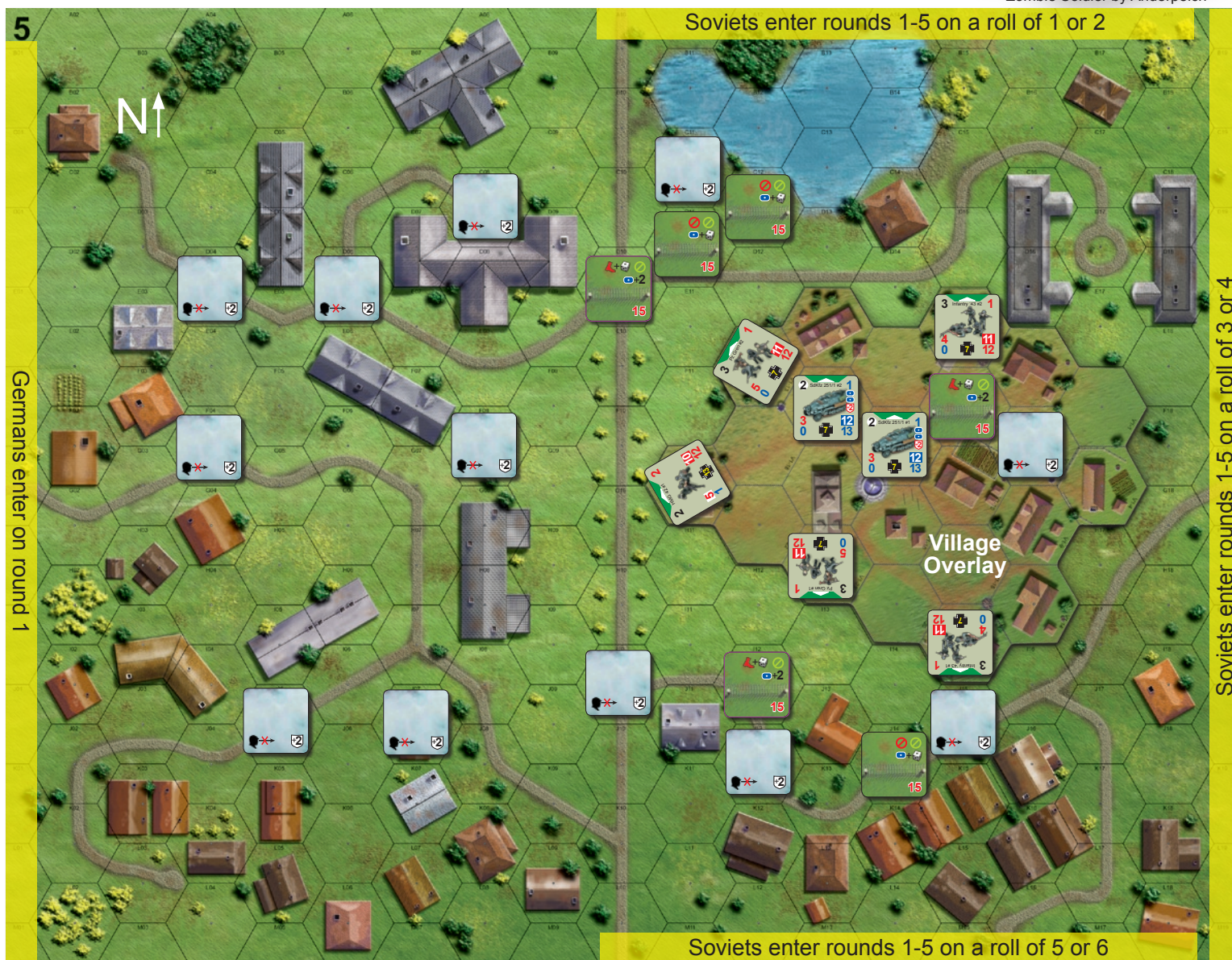
Place barbed wire in which ever combination desired by the Germans on I12, J14, V1-6, D10, D11, & C12.

Then Soviets place hidden units on or between columns 2 and 9.

(This firefight requires both games, Awakening the Bear and Storms of Steel, to play.)



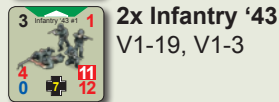
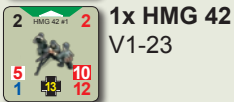
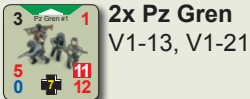
Zombie Soldier by Anderpeich



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✚ German Player 1:

Setup Round 1: Set up the units on the hexes listed next to the unit names below.



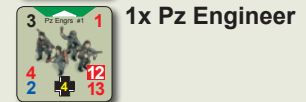
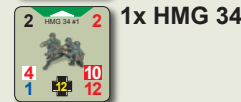
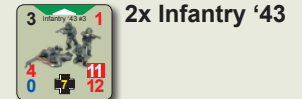
Orders: The German players receive a victory point for each unit that is transported off the map by one of the SdKfz 251/1 armored personnel carriers (APCs). A unit may not move off the map if it is not being transported. The APCs will be moving on and off the map, transporting more units off. If an APC moves off the map, it unloads the transported unit for free, and if it has action points left, may move back onto the map. The APCs may use CAPs.

Victory Points: Mark VPs on your track sheet as you earn them. The German players combine their scores for victory purposes. 1VP - Immediately score for each German unit transported off of the map by a SdKfz 251/1 APC.

Note: Both German players take a turn for every turn the Soviet takes. A round is only over if the Soviet and one German passes in a row.

✚ German Player 2:

Reinforcements enter Round 1: from the western edge of the map:

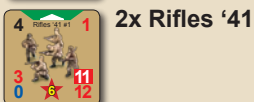


Pz Engineer: The entering Pz Engineer receives #V14 Combat Hardened and #V15 Use of Terrain.

The Pz Engineer also receives the flamethrower card. He may pay for and use this weapon until it rolls a raw 3 or less during an attack, at which point it runs out of fuel and is discarded.

★ Soviet Player 1: Zombies (The Soviets may also be played by 2 players.)

Setup Round 1: Setup hidden between columns 2 and 9.



Orders: Drive out the Germans and re-occupy the village.

Victory Points: (Mark VPs on your track sheet as you earn them.)

1VP - Immediately score for each German unit eliminated.

Reinforcements Each Round: Each round, beginning with round 1, the Soviets receive 3 Rifle 41s, 2 Rifle 43s, and a SMG. These units randomly enter based on a 1D6 roll before the first Zombie of the round enters.

1 or 2 = Zombies enter from the North (A10 to A18).

3 or 4 = Zombies enter from the East (A18 to L18).

5 or 6 = Zombies enter from the South (L10 to L18).

If a round ends before all zombies can enter, they will continue to enter on their designated side on the next round. If the player runs out of Soviets to fulfill the reinforcements, he does not receive the deficit unit for that round. When a Soviet unit dies, it goes back into the reinforcement supply.



Special Zombie Rules:

-All Zombies are considered to have a Zombie hit counter similar to the Berserk hit counter from Awakening the Bear. Zombies have a range of 0. This means they get +5 fire power (+1 for the Zombie Counter, +4 Close Combat modifier), -1 cost to fire, +2 front defense, and +1 flank defense. Since all Zombies are considered to have a hit counter, they are instantly destroyed when hit. Zombies get the defense bonus in particular because one must hit them in the head to kill them.

-At the beginning of a round, any German units that have a hit counter on them die from the Zombie disease. The hit counter is removed and replaced with a control marker German side up. This German control marker means the unit is dead. The unit stays on the board, even though it is no longer under German control.

-If a German unit is killed, it stays on the map with a German control marker placed under it. A killed German that is hit again is permanently removed from the map.

-At the beginning of every round, any dead German units with a German control marker under them have the control marker flipped to the Soviet side. This means that they have risen as Zombies and are now under Soviet control.

-German units may only attack Zombie German units after these units have attacked another German unit. This is because the live Germans do not want to fire at their friends that they think have somehow miraculously survived certain death. Live Germans may fire at a stack of zombies that contains a dead German or German Zombie. It is important to remember that even dead Germans receive the defense bonus for being a Zombie, even if they have not fully turned yet.



Game End: The game continues until either 7 German units exit the map or 7 German units are destroyed.

Round 1

Soviets:
Reinforcements
Germans:
Reinforcements
enter. Artillery.

Round 2

Soviets:
Reinforcements
Germans:
Artillery.
Game Over?

Round 3

Soviets:
Reinforcements
Germans:
Artillery.
Game Over?

Round 4

Soviets:
Reinforcements
Germans:
Artillery.
Game Over?

Round 5

Soviets:
Reinforcements
Germans:
Artillery.
Game Over?

Round 6

Soviets:
Reinforcements
Germans:
Artillery.
Game Over?

Rounds 7+

Soviets:
Reinforcements
Germans:
Artillery.
Game Over?